

CAMPAIGN RULES (LONGER GAMES)

by Lord Caliburn

I would suggest a XP system for longer campaigns that my group has used for Warzone with some success.

+1 for participating
+1 for victory
+1 for wounds inflicted
+1 for Acts of Bravery etc. (retrieving item, killing a powerful enemy figure with out classed troops -Myrmadon vs. Militia-, and other spectacular feats of heroism)

Characteristics can be increased by spending XP :

1 point for +1 CC,MW, OR LD (max 17)
2 points for armor +1 (max 26) or ST (max 3 for sz 1, 4 for sz 2, 6 for size 3)
3 points for +1 MV
5 points for +1 W (max 3 for sz 1 and 2, 5 for size 3)
5 points for +1 AC max 4
5 points for +1 power , max 17
3 points for a Def -1, 5 for Def -2, 10 for Def -3, 15 for Def -4

NOTE : FOR WARBANDS, THIS MUST BE PAID FOR EVERY MODEL IN THE WARBAND THAT IS APPLICABLE AT THE TIME OF PURCHASE

EXAMPLE : 3 Dark Eyes have survived 5 heated battles against the Dwarves. they have gained a total of 18 xp. They choose to increase their pain threshold and gain a second wound, they then decide to increase their swordsman ship and gain +1 CC. This will cost their entire pool of 18 XP they have earned, $(5 \times 3) + (1 \times 3) = 18$. They are now ready to for some blind fury.

What happens if half the warband dies and you can no longer field them legally according to the rules ?

If through numerous battles one of your units has fallen below the legal warband size then this is what you do...

You can still field them if you wish to retain their XP bonuses but if they have no bonuses and they are illegal to field then they have to be disbanded or merged with a similiar warband and one of the leader (if applicable and if alive) has to be honourably discharged and forced into the sausage factory :)

New recruits my not be purchased for veteran warbands. Veteran warbands (warbands with XP) do not enjoy the company of rookies. A warband that is being fielded below their min size is at -1 LD due to the precarious situation.

A leader must be chosen (if applicable) from the warbands survivors. Pay the difference between the two and change his characteristics as he rises to the occasion. If their is no way the point difference can be paid from left over points or gained points than they may be fielded Leaderless but at -5 Ld additional penalty. Once any points are available to purchase the difference between a trooper and the leader IT MUST BE DONE !!!

If a warband is beaten down to only one surviving member and everyone else is dead, he/she has 3 choices..

A) If it is the leader , you may purchase him a warband of his own of new recruits with 0 XP. These must of course be of the same troop type (You cannot get an ogre to lead goblin archers). He retains his bonuses gained through XP and is now a grizzled veteran with a warband of his own . Wow, cinematic !

B) if it is not a leader then pay the difference between himself and the leader's points and repeat choice A).

C) The warrior hears a higher calling ,beckoning him to raise to greatness. The Lone Warrior may attempt for ...INDIVIDUAL STATUS....ooooohhhh. A LD roll must

be made and if successful than the warrior has been able to take on the responsibility of being a solo operator, if he fails than he flees the army in disgrace and becomes a AD&D hero.

This will allow soldiers to ,in a way, rise through the ranks.

Individuals pay the same costs and are restricted to the same maximum characteristics

The actual campaign system is simple and at the most would require a map of territories. Each territory with a different point cost that you can use to augment your force (20 points to 100 points). Certain territories can give certain bonuses (get ideas from Necromunda, WHFB ,or RPGs).

I will not detail the actual campaign at all since making up the battles and territories is half the fun, but the XP system is concrete and can lead to interesting units. Such as Malphus, the Vulture clan crossbow man who surpassed all the Marksmen in his hall and eventually led an army himself, or Alk-a, once a lowly goblin spearman and now is honoured even by ogres. The possibilities are endless and don't worry about the XP system unbalancing the game since

ONCE YOUR DEAD YOUR DEAD AND NEARLY EVERYBODY DIES . It is difficult to keep any one alive for long so don't worry about super warbands dominating the game.

Lord Caliburn of the Fighting Serpents.

ONWARD FOR GOLD, GLORY,AND BLATANT ARROGANCE !!!!